EVE London Tournament Rules

TOURNAMENT RULES

ELIGIBILITY

All players who are to play in the tournament must:

- Be 18 years old of age or older.
- Have a valid ticket for the event they want to participate.
- Have an EVE Online account in good standing.
- Be able to travel to Iceland for EVE Fanfest 2020 in case of winning the tournament.

FORMAT

- 16 teams, single-elimination tournament.
- All games up to the Semi-Finals will be Best of one (Bo1). Semis and Grand Finals will be decided in Best of three series (Bo3).

SCHEDULE

- The exact schedule, along with the tournament bracket, will be shared with all participants at least 48 hours before the event starts.

GENERAL & SIGN-UPS

- As a player, you may only compete in a single team per event, regardless of how many player-accounts you own.
- There is no limit of tournaments a team/individual can participate in as long as the criteria required to apply are met and the team/individual have not already won in a previous tournament.
- Players will be able to register as a team or individually when the signups open three weeks before the tournament date.
    - Individual applications will create a pool of players who will be randomly paired to create teams.
- In an event where the number of teams/individuals exceeds the maximum number of available slots, a random draw will take place to decide who will participate in the tournament.

    - Teams will have priority over individual sign-ups.
    - A waiting list will be created in case some players drop out.
    - Players on the waiting list may be called up to participate in the tournament at any time during the event.
- All standard EVE Online naming policies apply to characters and teams names used in the tournament.
- Please note that both the format and match rules are subject to change. It is strongly advised that participants watch the tournament and EVE Online websites regularly for announcements.
- Further, major balance changes can occur at any point between the release of the tournament rules and the tournament itself. All participants are impacted equally by such changes and, therefore, they are encouraged to keep a close eye on all CCP communication when making plans.

ADMINISTRATORS AND REFEREES

- Players should always address administrators, referees, other players and event staff in a polite and respectful way.
- Administrators and referees have the final say in all matters. When they say the decision is final, the word is final and cannot be overruled.
- Under extreme circumstances, CCP reserves the right to change the rules.

TIMEKEEPING

- The teams must be present 10 minutes before their scheduled start time in the tournament area.
- Should the team be late 5 minutes for the start of the match, the victory will be awarded to the opponent team.
- CCP reserve the right to change these timings if circumstances require it.

MATCH

For all matches until the Grand Finals:

After being seated competitors will have a total of 5 minutes to perform the following actions:

- Select a ship from pre-fitted hulls in the character hangar
    - Teams must consist of both types of ships available.
- Manually adjust hotkeys
- Double check if ship has ammunition and drones and no burnt modules
- Undock and apply subtle adjustments to the Sarashawa-Overview
- Report any issues to a referee immediately

Keep in mind that you may not make any changes to fittings, drones, or ammunition. The adding of implants or consumption of boosters to your character is also strictly forbidden. Any attempt to modify the ship's fittings will result in a penalty at referee’s discretion.

For the Grand Finals:

- You will have 30 minutes at a time designated by the admins before the Grand Final series to fit a maximum of 5 ships to use during the upcoming matches.
- You may only pick hulls that have been available during the fixed-fitting stage.
- You must make sure that the fit does not have anything from the list of restricted modules.
- Ship must not exceed the ship's cargo limit.

For all matches:

- Each match has a 5 minutes limit.
    - In a situation when the match limit has been reached, but the game is closed to being finished a referee can extend the match duration by up to 120 seconds.
    - Should the match still not end with the extended time a tie will be called.
- The arena will measure 125 km radius around the central beacon.
    - If a player warps out/leaves the arena, his/her ship will be destroyed.
- The match simulation is taken as is. Teams are advised to spend the pre warp-in time to verify that their ships are completely operational.
- Once word is given teams need to warp in to the arena beacon specified, at a range of their choosing, up to a maximum of 30 km.
- Team members are allowed to warp in at different ranges. If a competitor fails to follow this instruction correctly, they may be moved to the beacon at zero kilometers.
- Upon arriving at the arena, players need to wait for a referee before starting the fight.
    - Targeting enemy ships, activating modules or changing position before the start of the match is strictly forbidden.

BANS

- Referees will remove one ship from the pool at the end of the first stage, the quarter, and the semifinals to keep the meta evolving over the course of the tournament.
- These bans will be reset for the Grand Finals.

Grand Finals:

- Each team has one ban that applies to the entire series.
- Banning will take place at a time designated by the admins before the fittings for Grand Finals are being worked on.

The way banning phase works:

- The team which starts the banning process is decided by a coin toss.
- All ships eligible for the competition can be banned.
- The team can take up to a minute for each ban. If no ship is selected within that time frame the ban is forfeit.

TECHNICAL DIFFICULTIES

- If either player disconnects or experience technical difficulties with the hardware making it impossible for them to continue playing and the game is heavily favoured, a referee may award victory to said team. Should the game be too close to call a winner, the game will be replayed.

COMPLAINTS

- If a team wants to make a complaint about the game result, the player has to inform a referee or an Administrator immediately following the game.
- If a team wants to object a game result ruled by a referee, this has to take place immediately following the game.
- As stated in 'Referees and Administrators' section: when Referee or Administrator state the decision is final, the word is final and cannot be overruled.

COLLUSION

- Each team must be working towards its own victory in each match and in the tournament overall, not the victory of any other team.
- Since collusion rules are inherently susceptible to being gamed, the final authority on all issues of potential collusion is the CCP tournament staff. We strongly advise teams not to try to push to the edges of what may be considered appropriate.
- Setting up “house rules” for matches in any of the Invasion Tournament Series will be considered collusion and is NOT allowed.
- Shared leadership, shared theorycrafting, shared planning, shared logistics, and free sharing of resources between teams are all NOT allowed.
- Making deals with other teams to split prizes if either team wins is NOT allowed.

PENALTIES

Should an individual or a team purposely attempt to sabotage the game, other players, CCP staff or break the tournament rules a referee may apply any of the following penalties at his/her own discretion:

- Involuntary moving of the offending ship(s)
- Removal from the fight
- Ban from competing in the tournament, and/or any future tournaments
- The referees can call a match null and void or declare a result if they believe that one of the teams is not competing. This tournament is designed to showcase the talents of pilots and should be entertaining.

VICTORY CONDITIONS

- The winning team is the first one to destroy their opponents, or the team with the most points on field at the end of time.
- If the match is a tie, then the following checks or actions will be taken in respective order to resolve determine the winner:
    - The larger ship will be worth 2 points, the smaller one will be worth 1 point.
    - Distance from the arena beacon. Team with players closer to the center wins.

    - Ability to destroy the opponent. Team with higher probability of killing their opponents if the match would continue wins. Decision made at the discretion of the referee.
    - A coin flip.
- In extreme situation referees can also award a win or a loss to a team using their own best judgement if they feel that one team is not participating in the spirit of the event.

SUBSTITUTION

- if both competitors in a team fail to make it to their allotted match time they will be automatically disqualified.
- If only one competitor shows up a name will be called out from the waiting list, if after 3 names have been drawn and no player steps forward the match will be void.
    - Names will be called out in order and only get the opportunity to step forward once.
    - If no waiting list is available, the competitor can select a random player from the crowd as long as he/she has not participated in the tournament already.
- The waiting list will be drawn at the same time as the initial bracket and will be posted on official EVE Online forums together with the information about the teams.

SHIPS & FITTING

GENERAL

- The rules will be updated with ships and fittings used 48 hours before the event and distributed among all participants.
- Grand Finals will use the same types of ships, but let participants pick their own variation of fittings for the entire series while having the fitting restrictions listed below in mind.
- Any attempt to modify the ship's fittings will result in a penalty at referee’s discretion.

RESTRICTIONS

- All T1 and T2 modules are allowed, with the following exceptions:
    - All Remote Armor Repair modules and Remote Shield Transfer modules are NOT allowed.
    - Remote Capacitor Transmitter modules are NOT allowed.
    - The Ancillary Shield Boost module will be restricted to a maximum of one per ship.
    - Warp Disruption Field Generators are restricted to a maximum of one per ship.
    - Activating a Warp Disruption Field Generator module without a script loaded is NOT allowed.
    - Micro-jump field generators are NOT allowed.
    - The Bastion Module is NOT allowed.
    - Cloaking devices are NOT allowed.
    - Target Spectrum Breakers are NOT allowed.
    - Faction, COSMOS, deadspace and officer modules are NOT allowed (except within specified groups on a flagship).
    - Abyssal (Mutated) modules are NOT allowed (except within specified groups on a flagship).
    - T1 Rigs & T2 Rigs are allowed.
    - Cap Boosters are allowed.
    - Micro-jump drives are allowed.
    - Polarized weapons are allowed.
    - Stasis Grapplers are allowed.
    - Command Bursts are allowed.
    - ECM Jammers are NOT alllowed.
    - T1 (Tech One), T2, and faction combat and sentry drones are allowed. Augmented and integrated combat and sentry drones are NOT allowed. The Gecko is NOT allowed.
    - Logistics drones are not allowed.
    - All electronic warfare drones are not allowed.
    - Attribute Enhancers are NOT allowed, this includes Hardwirings.
    - Boosters (drugs) are NOT allowed.
    - All T1 and T2 ammunition, missiles and charges are allowed, with the following exceptions:
        - Remote Sensor Dampener and Weapon Disruptor Scripts are NOT allowed
        - Pirate Faction ammunition is NOT allowed.
        - Navy Faction ammunition, missiles and capacitor boosters are allowed.

PRIZES

- Top 4 teams will receive PLEX prize within three weeks after the conclusion of the tournament:

    - Players reaching 1st and 2nd place will receive 5000 PLEX each
    - Players securing 3rd and 4th place will receive 2500 PLEX each
- The team securing first place in the tournament will be invited for a trip to Iceland to attend EVE Fanfest 2020 and compete in a Grand Tournament against other winners.
    - The trip includes paid accommodation, flight and event tickets and gift card to cover basic food expenses.
    - The process to sort out travel arrangements and other logistics will start in the beginning of 2020.
- In case when one member of the team is unable to attend EVE Fanfest 2020 due to unforeseen circumstances, the team can substitute a member with another player that was present at the winning event and is not part of any other team competing in the finals.
    - Teams must inform CCP the moment they know one of their members cannot attend EVE Fanfest 2020.
    - CCP reserves the right to refuse a request for a substitute at their discretion.
- Teams where both members cannot play at EVE Fanfest 2020 will be disqualified.
    - The spot will be replaced with another team that reached top 3 in the respective tournament.
    - The order will be decided randomly.
    - If none of the teams from top 3 can attend, the process will continue down the bracket until a slot is filled.

PREDICTION BRACKET CHALLENGE RULES

GENERAL

- Tournament bracket predictions are open to everyone and will begin on November 21 and last until the start of the tournament.
- A relevant forum thread with names of all team members will be made available on official EVE Online forums at the same time.
- Everyone is required to use the e-mail address associated with the respective EVE Online account.

PRIZES AND DISTRIBUTION

- There are five prizes total. Each prize consist of 100 PLEX, exclusive event SKINs and a T-shirt of your choosing available at the time on the EVE Online gear store. They will be distributed in the following way:
    - Three persons with the highest prediction score.
    - Two persons randomly selected among all remaining participants.
- If there will be more than three highest scores, we will pick randomly between the players with the lowest available score to not break the limit.
- CCP will contact the winners via email with further instructions within three weeks after the tournament.